

The BRUTUS BULLETIN

ET TU, BRUTE

Early June '81

The BRUTUS BULLETIN is a newsletter of postal DIPLOMACYtm brought to you every few weeks by John Michalski ("mih-HOLL-skee"), Rt 10, Box 526-Q, Moore, OK 73165. Subs are available thought how ironic that wedding ring was as she stood here undoing her blouse in this man's at the rate of 11\$6, resubs for 10/\$5. Subscriptions will soon close, however; I have more than enough on the rolls now. There are GAME OPENINGS with GGM Dave Marshall in a three week game that will be run independently; see his DOWN'N'DIRTY subzine within.

THIS ISSUE was palnned as a shorter than usual clean-up issue; instead, I again have carryover material despite the short space between 89 and this 90. So let me get started right away with an article by John Garuso:

TRO---THE FINAL SOLUTION

Everyone is making a big deal about "Tro", arguing, even debating whether it is ambiguous and the argument has been carried into at least ten zines and is getting out of hand. So who better to make a statement on "Tro" than the person who used to observe all of the actions of the GM who declared "Tro" as ambiguous?

For the record, I agree with Bruce Linsey, that "Tro" is ambiguous. How foolish can the rest of you be? Everyone knows "Tro" can mean other things in diplomacy. "Tro" can mean to rool over and play dead, Hold, Transport Overseas. In fact, "Tro" can also mean North Sea, Baltic Sea, Denmark, Sweden, Tunis, Piedmont, in fact, it is so ambiguous it can mean any area you want it to be.

*** New zines: POLITBURITO, the "aristocratical monthly" that says "we're reactionary; we're moderate; we're radical" will be coming soon from the apparently zany pair of Mike Mitchell (959 Alamo Road, Los Alamos, NM 87544) and John Pack (240 Kimberly Lane, Los Alamos, NM 87544). "The menial of the world will find it as interesting as watching a ping-pong ball breathe or hair grow". What more can you say? Coming soon. THE SCHEMER is now out. 7 pages of regular-type digest format zeen from Steven Duke, Rt 3, Fairfield Pike, Shelbyville, TN 37160. Openings in Dip, Origins, Ironclads. 12/\$3.50, no gamefee! Some already signed up, one pubbers-only game open. Write Steve.

OTHER GAMES & STUFF: Lee Kendter is keeping his WHY ME? going as a warehouse zine only, and has two more games open now. Lee will fill these pretty quick, because ESTABLISHED and PROVEN RELIABLE openings are not real common anymore. 10/\$4, \$5 gf. Write Lee at 4347 Benner Street, Philadelphia, PA 19135. For computer-adjudicated game results, try Steve McLendon (DRAGON & THE LAMB) one of these days. Digest sized, reduced print, 15 pages, game-heavy. Art cover of the current #54 shows a lamb about to give a mule-kick to the kneecap of a dragon who is standing there watching while taking a piss. (Well, that's how it looks to ME). Check it out. Box 57066, Webster, TX 77598. Steve works for NASA and occasionally has interesting tidbits or articles.

Speaking of space, the PO has just put out fancy assorted-sized NASA-space stamps to cash in on the Columbia shuttle event. Watch for them on zines soon.

SORRY! I said Mark Larzelere only wanted your favorite 5 zines; I was wrong. He would prefer you list them in PREFERENCE ORDER. Send your choices to the hobby boat-person living on boat 16, "522 West Grand River", Howell, Michigan 48843. Has openings for \$3, 10/\$3.50, pref lists and blacklists OK.

ROD WALKER objects to the hobby queen vote Blackjack Masters is running, since he says it challenges HIS position as hobby queen held since 1974, via implication. However, in the latest WHITESTONIA, he takes it all in good humor, and both renominates himself and a fellow by the name of John Boardman whom many of you have heard of. Jack Masters has called for the nominations, so soon I guess he'll give us the details of the voting. Such as they be... Oh, for those of you who looked for the "details within" in the Walker note on the cover of #89, yes, I forgot I'd had to cut that piece. The Walker and Sacks stuff is in THIS issue. No JOHN'S NOTES this time; no time or room. If you haven't yet voted in

DUE THIS MONTH! DO THIS MONTH!

SPECIAL ANNOUNCEMENT!

The Fifth Annual North American Zine Poll

If you received at least one North American publication substantially devoted to DIPLOMACY, including gezines, house organs, etc., you are eligible to vote. Rate each publication you know of on a scale of 0 to 10, where 0 is total worthlessness, 10 is perfection. No fractions, please! Base your rating on the quality of the zine AS YOU ASSESS IT.

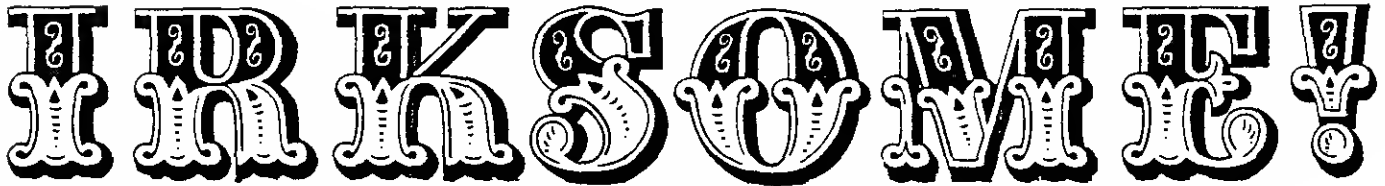
In order to establish eligibility, please sign your ballot and indicate one way in which you participated in the hobby during 1980. All votes will be kept confidential. Zines currently defunct should be rated if they were active during 1980. Please list zines in alphabetical order if at all possible in order to facilitate tabulation.

North American Camemaster Poll

Rate each gamemaster with whom you are familiar BY NAME on a scale of 0 to 10, with 0 being total incompetence, 10 being perfection. No fractions, please. Please list GMA in alphabetical order by name if at all possible.

Votes should be sent to A. John R. Leeder, 121 19 Ave NE, Calgary, Alberta T2E 1N9 Canada. Regular 1st class US rates will get it there. All votes are due John by JUNE 30, 1981. Mail to Canada will take in excess of one week to travel there, so plan accordingly.

OK, folks, here we go again. This, unlike some of the other recent "voting" matters that have come up in the hobby, is important and has some meaning. This is your once-a-year chance to give your favorite (as well as despised) zines and GMs their "report card" as to how well you think they're doing. It is a very useful mechanism for giving your publishers and GMs either a much needed pat on the back, or a much needed kick in the pants. It is important that you get in a vote on this, so unless you get only a few zines, take time to be sure you include all the zines and GM you should be getting, including all those who vanished into the air without a word to you during 1980. You won't be called to jury duty from these rolls, so do get your opinions registered. I will try to alphabetize a list of zines for your convenience in this or a future issue. There are a few grudge votes out there too, so help out by making the number of votes large enough to be meaningful. If you don't want to use a stamp, send your vote to me and I'll forward it with mine, if you have orders or something coming my way. And I won't even change your BB vote to ten. (11). Vote! Vote! Vote!



may
30,
1981

AND NOW FOR YOUR VIEWING PLEASURE....IRKSOME #2 OPENS WITH BLOODSUCKER JR.'S DEBUT TO THE HOBBY (YOU OTHER PUBBERS CAN JUST EAT YOUR HEART OUT...)

AUSTRIA	Mark Cummings, 819 E Main, Hoopeston, IL 60942
ENGLAND	Randy Ellis, 8310 Grandview Ln, Overland Park, KS 66212
FRANCE	Jim Kostenick, 20425-68th Ave W #C-16, Lynnwood, WA 98036
GERMANY	Bob Forman, 3580 Arizona Ave, Los Alamos, NM 87544
ITALY	Phyllis Byrne, 160-02 43rd Ave., 2nd Floor, Flushing, NY 11358
RUSSIA	Dave Gariepy, 179 E Maumee Ave, Napoleon, OH 43545
TURKEY	Ken Iverson, 52 Sawmill Rd, Gilbert, MN 55741

OK, people, let's get to it! Spring 1901 is due at noon CDT on June 20, 1981. Due to my own plans for the summer, the first few deadlines will be three weeks apart. Fall '01 will be due July 11 to John Michalski (I'll give his address next time) and Winter '01 will be due Aug. 1 to me. After that we'll go back to two week deadlines. The Italian player should not be confused with the infamous Kathy Byrne of the same address; Phyllis is the Bloodsucker's daughter, and I hear she is just as crafty as her mom...Press will be as defined in my HRS. Ready, set, GO!!!

Scott Hanson, 701 15th Ave SE, Minneapolis, MN 55414 Phone (612)623-0283

"Those subzines are getting incredibly boring." MARK LEW, BB 88

"Brutus Bulletin...home of some more below par sub zines" JOHN CARUSO, Whitestonia 33

"I must conclude John (Caruso) was referring to IRKSOME" BOB OSUCH, Maniacal

OK, OK, I can take a hint. You want some thing original and creative? Something more than just game results and press? Something to make BB worth waiting for? Something that will bring a ray of light into your dark and dismal existance? Well, here it is, the brand new and improved IRKSOME!!! If this isn't original and creative, I don't know what is! (Of course if you are very astute you will see that merely typing the same shit upside down is not very creative at all, which makes that last sentence more meaningful than ever...)

IRKSOME #1 (80LM)

FRANCE MOVES TOWARD ITALY, ITALY MOVES TOWARD GERMANY, GERMANY MOVES TOWARD FRANCE, ENGLAND MAKING HIS LAST MOVES, AND TURKEY AND RUSSIA DON'T MOVE AT ALL.

One note: in my everlasting quest for imperfection, the Italian move A Ven-TRI was omitted last season. Affected players were notified.

FALL 1904

ENGLAND (Vaughan)	F Nwg-CLY, F EDI S F Nwg-Cly, A YOR-Lon, F Lon-Eng(d, ann.)
FRANCE (Sherwood)	F Mid-WES, F Cly-Nwg(d, ann), A Wal-LON, F ENG S A Wal-Lon, A LVP-Yor, F Iri-NAT, A BUR-Bel, A Pio S A Bur-Bel(NSU).
GERMANY (Stephens)	A BEL H, A Kie-RUH, A Sil-MUN, F Bal-SWE, F Ska-NTH.
ITALY (Palter)	A Vie-BOH, A Bud-VIE, A Ser-BUD, A Alb-SER, F GRE S F Nap-Ion, F ADR S F Nap-Ion, F Nap-ION, F Ion-ALB, A Tri-TYO.
RUSSIA (Gareipy)	NMR! F BOT H, A NWY H, A GAL H, A SEV H, F BLA H.
TURKEY (Wilson)	NMR! A BUL H, F EAS H, F AEG H, A CON H.

1904 SUPPLY CENTERS

	TOT	HAS	B/R
ENG Edi Ldp Nat Sst	1	3	rem 2 (1 ann)
FRA Home Por Spa Lvp Bld LON	7	6	bld 1 (1 ann)
GER Home Hol Den SWE BEL	7	5	bld 2
ITA Home Tun Bud Vie Tri Ser Gre	9	9	even
RUS Home Rum NWY	6	5	bld 1
TUR Home Bul	4	4	even
	34		

Winter '04 adjustments and Spring '05 moves due at noon CDT on May 30, 1981. I'll wait until then to call stand-bys for Dave and Brad. Seasons will separated if at least 2 players so request. Due to my trip, deadlines in June and July will be 3 weeks apart, falling on June 20, July 11, and Aug 1. The July 11 issue will be done by the Great Wazoo, John Michalski--thanks much John!!

PRESS

BOBBY-MARIE: And I thought I was the only one you beat off with a whip.

GM: I forgot to mention; Marie's on vacation this week. Sorry guys!

KEITH-??? : Quick, get the rabbit to Tom McMillan's vet clinic. He does wonders with headless chickens.

MUN-GM: Whatever you do, don't go to another Minnesota home game.((Looks like the Stars should stay away from Long Island as well!!))



NO.

13

Per a black
cat today.

MAY 15, 1981

MORE PRESS: DOUBLE FANTASY FROM HALF-MINDS

SCOTT'S STRANGE FAMILY: Part I in a series-Tonight's wierdo, your MOTHER! Scott's is a little strange to say the least. But that's not hard to believe when you look at her son. One look at Scott and you know someone messed up somewhere in bringing the kid up. The blame can partially be put on Mrs. Hanson, who used Lucille Ball on "I LOVE LUCY" as a role-model of the perfect wife and mother. She probably did some psychological damage, too, to Scott when she forced him to use his Brady Bunch lunchbox well into high school.

GERMANY-FRANCE: I didn't know you wanted me. Well come on. You can have anything you want.

BOBBY-MARIE: OK, here it is. August 1, 1950. Old but not too old. Young but not too young.

KEITH-MARIE: No, I just can't stand being without you. I apologize for everything I said. I will win you back from Bobby! Allow me to court you:

Your lips are like petals, bicycle pedals; Your eyes are like pools, cesspools; Your ears are like flowers, califlower; Your teeth are like stars, they come out every night; Your hair is like silk, oorn silk; Your nose is so distinguished, it runs in the family; Your cheeks are like cherries, they've got pits in them.

I could go on, but you get the idea. Please come back Marie.

GERMANY-TURKEY: Boy, is this fun. He don't even suspect a thing.

BOBBY-MARIE: How 'bout Scorpios and Leos?

LITTLE KEITH-WILSON: You shouldn't have told me you could do it with dogs. I've always been the curious type.

PLAYERS-IRKSUM: OK, that's Marie, now what about you and Michalski? We want pictures of you two also.

IRKSUM-PLAYERS: Don't get pushy, here it is. I just had to clear it with the Imperial Dragon first. That's me carrying Old Glory, Michalski's on my right. This was a great rally, we firebombed six black grocery stores. Boardman tried to make it but was held up at the last minute by some ALCU fags.

FER-GH: Yeah, you caught me with my pants down. I admit you forced me to live up to my LOM fake. How did you do it, you bloodhound?

MUN-BRE: Yeah, everyone at Princeton will have a good time as long as Wilson doesn't show up.

SHAGGY DOG PART((Who's counting? Who's reading?)): So little Scotty Hanson went next door to the Navy recruiter, not just for a job, but for an adventure. "You look a little young, son," said the recruiter, "Why do you want to enlist?" "Well, I was out on the playground when I heard a girl say a word I didn't know, so I asked my teacher, and she sent me to the principal, so I asked him and he sent me home, so I asked my mom and she sent me to my room, so I asked my dad and he sent me out of the house, so I went to the Marine recruiter and he didn't want me so I came here." "And what was the word?" "Purple violets." "You little jerk-off! Get out of here, sewer mouth, we don't enlist the likes of you. Go to the Army, maybe they're desperate enough to take you." (cont.)

TURKEY-GERMANY: How about Gariepy and Stephens? Vaughan is on his way out, so that won't be any fun. I don't know too much about Gariepy, but Stephens actually thinks Marie likes him. What a dork!



IRKSOME

NO. 13

MAY 15, 1981

EVEN MORE PRESS: ENOUGH TO MAKE YOU LEAVE HOME

((anyone who can guess the album I mentioned above gets two free issues of BB))

PARIS: Sir, you do me greivous wrong! Twas not I who did yon LOM fake. Twas not my handwriting, but a bad imitation of Del Grande's. Also, I didn't know you were going to sign up for Textbook Dip. It wasn't even my typewriter. I8m innocent! The defense rests (for the moment).

PAR-MUN: Oh, so that's your strategy: plan to stab me, then change you phone number so I can't call and talk you out of it. Brilliant...

BRAD-MARIE: Listen! You've put up with those other two guys long enough. I'm your kind of guy, not that Beatle-ass-kissing Sherwood, or that Fort Worth-Flashing-redneck Stephens. You stick with me and I'll tell you anything you want to know about history. I'm into history, did you know that? Sure, I know everything and anything about history. Why, I know the Mason-Dixon jar and everything. Ask me a question. Go on, just ask me. Come on, anything. What do you want to know? Come on, ask me. Please! Ask me. Pretty please, come on. (Sob! Sob!) Why won't nobody ask me about history; they all know I KNOW my history. History=His Story. Get it? Come on, ask me...

FRANCE: If there's no one in Sweden this turn, I declare war on the whole, stinking, rotten, back-stabbibg world.

STEPHENS: What happened to the Pope when he went to Mount Olive?

SHERWOOD: Popeye decked him!

777-QM: I heard MAO liked Nacho Cheese Doritos, too. ((Huh?))

PAR-SCOTT H: Thanks for the picture. I didn't know you were black. Don't let Michalski know.

PAR-CON: Graduation is almost here for us. Hurrah. But tell me, how does it feel to be voted "Least Likely To Grow UP" by your class???

That's enough of that shit. My ride to Madison leaves in 45 minutes and I haven't even finished typing this yet. That's right, I'm going home, but not just to see my folks--would I change deadlines just to do that? No, we're talking about a big celebration here. Sunday, May 17 is Syttende Mai, the day of Norway's constitution. Up here in Viking-land that's a reason to celebrate; the fact that Norway didn't have a country until 50 years after the constitution was written is immaterial. Not everytown celebrates this holiday, but Louisburg, MN (pop:70) does. In a long tradition going back 6 years 5000 people crowd into the town for a supper, a parade, (they get to see it twice--Main Street is so short it turns around at the end and comes back), a street dance, and more beer than you can shake a keg at. Louisburg is also the Goose Capital of the World (they stole the sign from Milan, MN across the lake) and home of the Louisburg Puddle Jumpers, who, you gueseed it, jump puddles. A good time will be had by all, I'm even bringing a couple city slickers to show 'em what a good time a small town can be. A nice place to celebrate, but I'm glad I don't live there anymore.

Now for some pieces of life I could never get along without.....

COPIES
4 1/2¢ at Kinkos

Go North Stars,
'nnihilate
New York!

Scott Hanson, 701 15th Ave SE, Minneapolis, MN 55414 Ph (612) 623-0283

WMMR

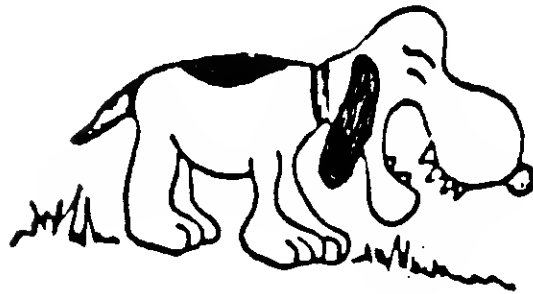


WORK WEEK



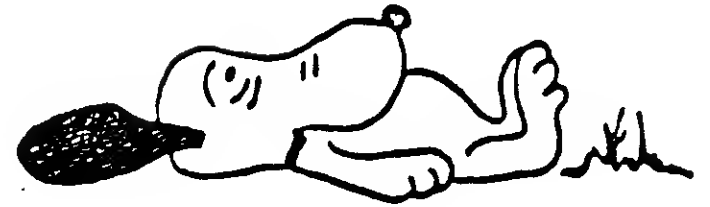
SUNDAY

DON'T SPEAK TO ME!



MONDAY

GOD, please get me through this day!



TUESDAY

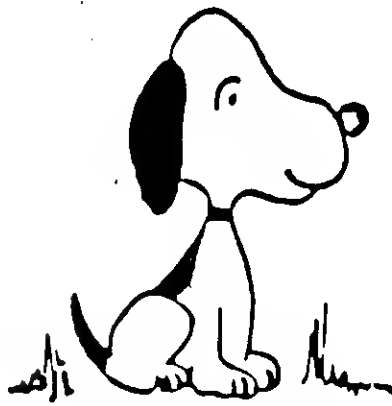


PLEASE LET ME DIE!!!



WEDNESDAY

Life slowly seeps into my bod....

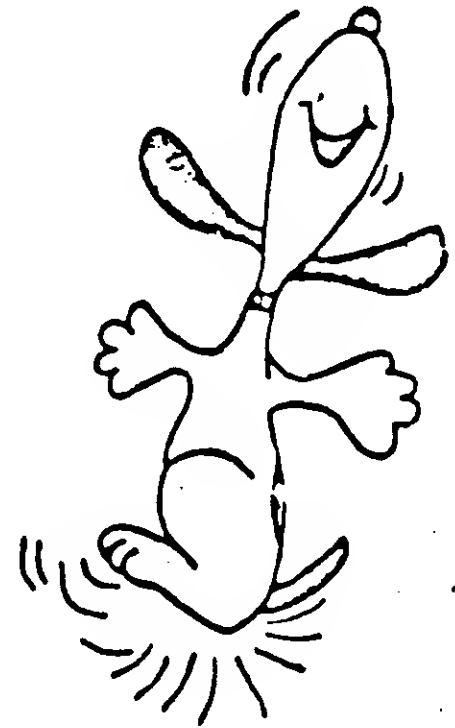


THURSDAY

ANTICIPATION!!!!



FRIDAY



SATURDAY

ZINES RECEIVED

is a column I do every now and then to give a brief overview of what's been going on in the world of the hobby zeens out there, almost all of which I get. This isn't meant to be any more than a thumbnail coverage/mention of them, but for those of you looking to increase your hobby involvement without more games necessarily, (a process I recommend), try asking for at least a sample of the ones below that offer what you want.

These are in no particular order:

BLACK FROG #40, John "Blackjack" Masters, 25711 N Vista Fairways Drive, Valencia, CA 91355 (805) 259-2811 10/\$6, often published, no game openings. Ten pages and hardstock cover, digest sized, some reduced print. Well, what can one say? No two issues are ever alike, except for the title and their humor value. One of the best zines in the hobby. Has an important mailing list to be on, too. #40 was the Cinco de Mayo issue, which is the Chicano celebration of the advent of the low water season on the Rio Grande. One of my personal favorites. *Black Frog that is, not Cinco de Mayo*

SLEEPLESS KNIGHTS #2, Dave Carter, 118 Horsham Ave., Willowdale, Ontario M2N 1Z9 (416) 221-8066. 5 weeks, 10/\$3, gf \$2. Has regDip openings with slow Canadian deadlines (3/5/6 week choices. US players couldn't make Canadian 3 weekers, 4 would be touch and go). Six pages. News items, gamestarts, general filler. I can't recommend play in Canadian zines, but for just hobby zines, this one makes a nice addition to your list. Dave's been in the hobby a while longer than a lot of new-comer publishers, and is more likely to carry through. Recommended.

SNAFU! (Not numbered, but fairly new). Ronald James Brown, RR2, Maniwaki, Quebec J9E 3A9 (819) 449-5315 12/\$6, no openings listed, but may have some anyhow. Six pages, but is usually more like 8. This issue came with 7 sheets of variants rules and maps as a supplement. Main zine has articles and reviews as well as the usual. Not yet gameheavy. It's leftist publisher may have some interesting comments for us here.

CHEESECAKE #23, Andy Lischett, 3025 N Davlin Ct, Chicago, IL 60618. 12 pages, virtually all game results. May have openings, gf -0- to subbers, sub is free to players. One article, plus some odds and ends. Usually puts out warehouse issues, but an occasional gem included. Clever sense of humor, and the price is right. Established and recommended for play.

Really ↴

VOICE IN THE WILDERNESS #22, John Lee, Ceredigion Hall, Marine Terrace, Aberystwyth SY23 2DB Great Britain. Stiff coverstock, 18 slightly oversized pages, has openings for ½E plus ½E deposit (or about \$2.30 total). No sub fee given. Mail to there is 40¢ per HALF oz, but for trades, use third class. Same as domestic US rate, but goes by boat, so its about 7 weeks transit time. (½ an oz is an envelope and 2 sheets of small paper). Despite its hefty size, it is less than half games, and they're all at the back. Lots of letters, usually a little artwork, an article by John Caruso in this one. Nice to read the British writing. A nice foreign zine to trade for.

HOOF AND MOUTH #14, Donald sigwalt, 125 Hebard St, Rochester, NY 14605 (716) 232-1865 10/\$6, \$2.50 gf, has openings. This is a new zine that was formerly a subzine in CLAW & FANG, now on its own (thus the #14 for an introductory zine issue). Three 14" pages, two articles on hobby topics, plus editorial notes. Invites discussion. For those of you seeking the more hobby-oriented zines, this might be one to check.

DOT HAPPY #2, Allen Wells, 550 Memorial Drive #2E3, Cambridge MA 02139 (617) 494-9147 10/\$5, \$5 gf with a refundable \$5 NMR deposit. May have openings, 16 pages, digest sized with reduced type, plus hardstock art cover. Game results include full-page map with units printed on it. Only 5 pages devoted to games so far, so at this time it is an impressive new product. Costly to play in, but then, it is a high quality product. Really good looking, exc repro, and literate. Frequency unknown.

*↑
"excellent", not "except" !*

WHY ME? #41, Lee Kendter, 4347 Benner St, Philadelphia, PA 19135. 10/\$4, no openings. 5½ pages, 2 of which are non-game pages of news and letters. Lee is winding down WM and passing on the BNCship. This was always a very reliable if warehouse-type zine, topflight GMing, etc. It will be missed.

THE CHAMBER (unnumbered, but I believe it's #2) David Manuel, 10318 Oakgate St, Bellflower, CA 90706 (213) 867-4140 10/\$4.50, has openings, \$2 gf, \$2 NMR deposit, "and \$1 NMR insurance" (?). 8 pages, plus hardstock cover, digest sized, normal type. Gamestart, houserules, pages of notes and chatter. Very nice tone--friendly. A subzine coming soon. Looks good.

JUST AMONG FRIENDS #8, Allen ~~Vila~~' Pearson, Rt 1, Box 177B5, Kearneysville, WV 25430 (304) 725-5537 \$6/yr, or 2/\$1, \$2 gf, pref lists, has regDip openings. Digest sized with reduced type, 16 pages not counting art cover. Equivalent of 9 pages of games, press, HRs, so there is quite a bit of material in this, including 4 cartoons and some artwork. Definitely one of the better new products. Recommended.

APPALLING GREED #9, Mark Larzelere, 522 W Grand River, Howell, MI 48843 (517) 546-0083. Subs 10/\$3, gf \$2, has openings. 9½ pages, ditto but legible. Only 3 pages of games so far, so this is still an interesting zine to the non-player. Voting limited draws is not allowed, something I don't like, but the rest (and the price) persuaded me to even go so far as to play in it. Letters, humor, notes. Looks real good, and the price is right.

MURDRIN' MINISTERS #32 & 33, Ron Brown, 1528 El Sereno Place, Bakersfield, CA 93304 No openings, 12/\$5.50. These two issues arrived together; #32 was an all-reading issue, 24 pages of letters and articles. #33 was a regular game issue, 14 pages, mostly (but not entirely) games and press. Postage rates and workload have slowed MM a bit, but it is still one of the best zines in the hobby. I must be getting old, for MM seems new to me yet, but here he's 1/3 of the way to 100 already. Established, recommended.

EMHAIN MACHA #20, Michael Mills, 1585 Quaker Road, Macedon, NY 14502 (315) 986-4692 10/\$5, has openings with a GGM, \$4 gf, \$2 NMR deposit. 20 pages, not counting art cover, and less than 4 pages of games. Lots of material, and the subzines have interesting items in them: watching Luscious Byrne's Austria getting creamed; watching the subzine editors poke fun attacks at each other; and watching the attacks made on Linsey. Hilarious. The game thrust seems towards variants, but who watches the games, right? I only read Kathy's press (How many games is she IN?) Another zine you should get for hobby enjoyment.

THE DOGS OF WAR #25 John Daly, Rt 2, Box 136-M5, Rockwell, NC 28138 (704) 857-1555 10/\$4, gf \$3, has openings. Kathy's playing here too! 12 pages, your basic warehouse zine, all but 3½ pages of it were games and press. Reliable, established, clear print. Openings will close soon, so if you want a straight, clean game zine, get it while you can.

THE VOICE OF DOOM #32 and 33, Bruce Linsey, 24A Quarry Drive, Albany, NY 12205 (note new address) 10/\$5.50, no openings. #33 was 11½ pages, a warehouse issue, four pages of non-game stuff. #32 was 40 pages, virtually all letters, articles, poop. #32s were what made V D famous (aside from Brux's personality). I hope the new high rates don't kill off those huge issues. #32 today would cost 69¢ to mail, same as Ron Brown's double mailing DID cost. Like BB, VD shrinks from no controversy. You should be getting this one.

INVASION #11, Bruce Schneier, 455 E 17 St, Brooklyn, NY 11226 (212) 282-7076 11/\$5, gf \$3, has openings. 3 of ten pages are games, the rest notes, reviews, and features, tho it gave me a warehouse taste this time. I don't know why. Looks decent and reliable despite a NYC address. Rare.

VOLKERWANDERUNG #21, Bob Arnett, 1500 Waterway Cr, Chesapeake, VA 23320 30¢ to 65¢ per issue; 5 issues or so to go before winding down to a close. Openings in subzine RUS-Q which will continue, \$10 gf which includes 10 issues or RUS-Q, further subfee unknown. 19 pages including regular cover, digest sized, normal print. Articles, reviews, filler. Games and press fill only 7 pages of this issue. Varied style. This issue looked much better than the last few. VOLKER won last year's Leeder Poll with a very large vote, an impressive showing, but now closing down. Not afraid of controversy.

PLAGUE TIMES #6, Mr or Miss Marion Bates, P O Box 381, Kalkaska, MI 49646 Openings with GGM Tim Bates, \$3 gf 10/\$6 Digest sized, reduced print, hardstock art cover, 10 pages of material counting inside covers used. About half games and press, or a little more. High quality print, very nice tone and sense of humor. Expensive, but a notch above average in quality too. Has PLAGUE TIMES T shirts for \$6 too. I'd get my son one if I thought he'd wear it.

TER-RAN #53 Steve Heinowski, 1630 W 28 St, Lorain, Ohio 44052 3/\$1, has openings, no fee listed. 7 pages of ditto, legible, 3 pages of non-game material. A nice established warehouse-type zine with enough filler/letters/news to make it worth getting to me. Light tone and very reliable. Recommended.

LDNS #55 (Lies, Deceit, & Nefarious Schemes) Jerry Jones, 1854 Wagner St, Pasadena, CA 91107 (213) 792-9201 5 sheets, 6 pages, no notes on sub or gamefees. Has openings. Jerry puts out DIPLOMACY WORLD, the hobby standard prozine, and the workload has squashed LDNS. However, Jerry will be easing out of the DW editorship, so LDNS may make a comeback. His has always been a friendly-atmosphere, family-type zine. Established.

WHITESTONIA #33 John Caruso, 160-02 43 Ave, Second Floor, Flushing, NY 11358 (212) 353-9695 10/\$5 19 pages digest sized, reduced type. Another issue came in today as I type this from earlier notes, so I know he does have openings, but I don't recall the fee. Carries KATHY'S KORNER, "highlight of the zine" to quote Kathy, my hobby lover. With only 6 pages of games, this is definitely a reader's zeen. If anything, John tries to cramp TOO MUCH material onto the few pages. (Wider margins, or any margins, might help). Anyhow, if you're looking for material, this is it. I couldn't read the CHUTES & LADDERS chart/gameboard, but the rest of the repro is pretty good. I'm so used to games running outside issues that I almost overlooked the FOI results in 81Z in which my Russia went +3 via luck and—rare for me—a STAB. I'm not used to doing that, but the success helps ease the shock. Esp. when you have an ally who has never written. Only problem with W is that John calls zines "zeins". Slow learner, I guess.

(RETALIATION) Dick "Crud" Martin, 26 Orchard, Way North, Rockville, MD 20854 (301) 762-1761 10/\$4, 32 pages, about 3 oz, 52¢ to deliver. No openings. Almost entirely games and press—TONS of press, including xeroxed photos. Many subzines. Martin's zany character comes thru in this zeen well. No two issues are ever titled the same—Retaliation was the original title, from which he went to GRAB DOTS!, then went to different titles every distorted issue. This one was YOUR MILEAGE MAY VARY, but there's been PRISONER OF THE TOAD and DRAWS INCLUDE ALL SURVIVORS too. Like I said, sick. You shouldn't miss this one.

FIELD OF FIRE #22 Phil Fry, 5183 S Gravenstein, Slat Lake City, UT 84107 2/\$1, 8/\$3, 14/\$5 Three sheets, three pages. Has openings. This was about the 4th issue Phil has squeezed out since last fall. Straight warehouse, just results, and you're lucky to get them, I suppose. Repro is good. Everything else is what a dipzine should try and avoid being. For young players only; you older types might not live long enough for Phil to get around to finishing the game up. Avoid this one like the plague.

RUNESTONE # 320, John Leeder, 121 19th Ave NE, Calgary, Alberta T2E 1N9 2¢ a page plus postage, or 23¢ for this issue. 2 sheets, 3 ditto pages. Bleed through a problem. Basic warehouse zine with occasional little snippets of other stuff. Used to be big, but has been getting less attention by its editor the past two years. A basic weekly schedule, but you get a months worth at a time with one mailing. Games have varying deadlines, and being in Canada, postal-caused delays are almost the rule instead of the exception. This is one of the few zines still letting "Bernie Oaklyn" play, so if you want to meet him, you might check out R. Established, not recommended. Variant-oriented.

Assorted Feuds

The editorial below appeared in the May 1 mailing of Robert Sacks' NEED-A-GAME list:

A Brief Editorial

- Robert Sacks, 4861 Bdwy S.V, NYC 10034

Greg Costikyan recently published the Miller Number 'zine Lord of Hosts, wherein he announced he was looking for a successor. Meanwhile, it has been reported that Rod Walker has seized the Miller Number Custodianship. I transferred the Miller Numbers to Greg Costikyan less than 2 years ago, and I have heard from neither Walker nor the Vice Custodian, John Leeder, about replacing him. Rod Walker is a notorious liar, and he has participated in and supported numerous hobby frauds and disruptions. He is unsuitable to hold any hobby office.

Response from
ROD WALKER

"alcala"
1273 crest dr.
encinitas ca 92024
8 may 1981

Thank you very kindly for the material from Sacks. This is in haste as I am leaving for a short trip tomorrow at 4am.

It's like Sacks not to send me a copy, which would only be courtesy, or common sense, but he is well known to lack both. His report that I have "seized" the Miller Numbers is of course false... which he would have found out had he bothered to ask me about it. It is true that I was prepared to assume control of the Numbers if Greg had not done something about the backlog by 30 April 1981. But he has, and that problem is now settled. I did not contact Sacks because the matter is none of his business. A circular letter was sent, however, to every GM known to me to be GMing or opening a variant game (Sacks' only active game, and only opening, is in "Parlement", which is not a Diplomacy variant).

Anyway, why Sacks should be mortally offended at an action which did not take place and which does not concern him is beyond me. Anyone who feels that Robert's twisted version of things should be taken seriously is invited to contact the Miller Number Custodian, Greg Costikyan, and see what's what. If Sacks would spend less time on personal attacks and pedestrian bureaucratic running-in-place, and more time on really useful work such as the Need-a-Game List, the hobby would be profoundly better off. And if he would mind his own affairs we would have a lot fewer of the "Hobby disruptions" (whatever they are) which he seems to disapprove.

As to Sacks' gratuitous sniping: I see no reason why I should take the opinions of a loony seriously. As to relative fitness to hold hobby office...Sacks was my opponent in last year's election for the Presidency of the NADF (whose membership includes all of the hobby's active project custodians except Sacks). In that election, he did not receive a single vote. Q.E.D.

((Perhaps he was responding to the report that you were the new BNC that later proved false. I first saw it in WHITESTONIA; I don't know where else it may have appeared. Anyhow, I think that is straightened out now.))

J.M.

ATTITUDES OF PLAY

"DIPLOMACY is just a game"---right? Well, maybe most would agree, but that's as far as it goes. Immediately below is a press item that recently appeared in my 1980D. As a black press game, one can take it or leave it, but as a piece of playing philosophy, it can be taken at face value, even if it's real authorship is unknown in this particular instance. What follows it then is an excerpt from Don Sigwalt's new HOOF & MOUTH #14, a former C&F subzine now starting out on its own. (125 Hebard Street, Rochester NY 14695) It has a different view as to how to make it at this game. The two represent two quite different postures, and I present them together here for their curiosity value.

1980D release, fall, 1915

— "On any of the last three fall turns (including this one), I could have nailed England for three centers.... I didn't do that because I'm not going to stab him. Period. and I just shared a draw in another game. I'm going to share this one with him, too. Know why? Because I am building a reputation. This is only my second game...and I will share a 2-way draw in both. I will be known soon as the world's most reliable ally.... My goal is very simple. I understand that somebody, somewhere keeps a record of all the games and rates the players on a point system. I intend to be number one—or as close as I can get to it. So this game is a small part of a large campaign for me. In my opinion, the best way to be in the top two in EVERY game is to be a good ally. (I am currently winning a game in ... using this system). This will get me the most points in the long run and make me one of the top rated players. So you guys can draw this out as long as you like. I get more points in the rating system for a 17-17 draw than I do for a 13-13. But I won't stab him—and I won't play easy to stab. If we do pull a 17-17 draw, that will just add to my reputation as "Mr. Reliable" which is fine by me....

Again, I want to say that whether it is a literal release or not, or whether any of this above is true or not, it DOES portray one view of the game, and that's what caught my eye. Below is Don Sigwalt's view.

A PERSONAL VIEW OF DIPLOMACY

by Donald Sigwalt

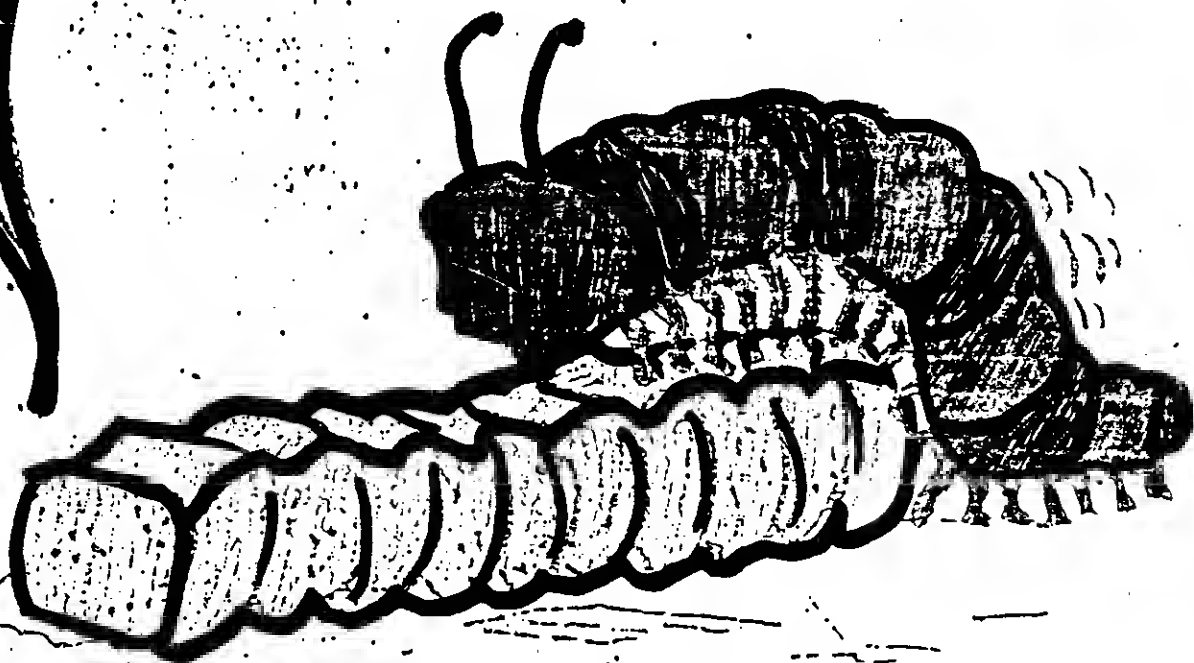
For my first article I thought I'd try a "how to" article. I, myself, enjoy reading articles on how to play individual countries, such as the one on Italy in Claw & Fang #123. Unfortunately, Turkey is the only country I feel I'm qualified to write about and I'd like to save that subject for a future issue. So right now I think I'll concentrate on those subjects that apply to all countries.

First of all, it is my opinion that a player should always play to win, that is, control 18 supply centers. To me it is a sin to set a two way draw as the ultimate goal in a game of Diplomacy. I don't believe any player should ever willingly accept a 2 way (or any other) draw. And no player should ever play for second place - no matter how bad his/her position is.

Next I'd like to say that it is not necessary to have allies to win a Diplomacy game. Only temporary allies are needed. Never form an unbreakable alliance with anyone. Remember, those other six players would take your supply centers if the opportunity arose and, if given a chance, you should take theirs too. That's what the game is all about. You can't fight everyone at once and survive but eventually, if you are to win, you must stand alone and before it's over you might face every other Great Power on the battlefield. The trick is to take them one at a time and to be alot stronger than they are when you meet.

In the beginning it takes 2, maybe 3 countries to destroy another country. So initially you'll want allies (only temporary, of course) and the more the merrier. But more importantly you'll need a plan of action. Before the game even starts you should have a good idea of who your first victim is to be and who is to help you subdue said victim. Of course you can only make plans that are subject to change. Each game and each set of players is unique. Your initial diplomacy should be aimed at not only implementing your original plan but also at determining if that plan is indeed the best one for the particular game you're in. It

HEY!
KNOCK IT OFF
I'M A FRENCH FRY



could very well turn out that the country you want to ally with is headed by a player who turns out to be untrustworthy or simply incompetent. In such cases your intended victim could prove to be a better ally to you. But it takes time to find out what the other players are like so try not to commit yourself in the first game year. Keep your options open, don't let your defenses sink too low and don't antagonize the other players. Go for the neutrals and scout out your possibilities.

OK, let's say you get through 1901 unscathed and you have determined that your original plan is feasible. The ground work has been laid during your original diplomacy so put your plan into action. But don't stop there. You've got to keep on your toes. While you're carving up Victim #1, an eye should be turned to finding Victim #2. Use the same procedure as for Victim #1. Get an idea of who you want next and how you want him. Then keep your options as wide open as possible while finding out if you can get what you want. Now, if you think you can get it, go for it - but if your goal seems out of reach, set another one. Never rest on your laurels! While you're devouring Victim #2 set up Victim #3, and so on till there ain't no victims left to be had. By then you'll be the winner.

All this takes a good deal of negotiating but that's why they named the game Diplomacy. A game should never boil down to just tactics until there are only 2 players left with empires. Even then there are probably some diplomatic avenues that can be explored. While there are 3 or more players left there are always, for the good diplomat, negotiating tricks that can be used to his advantage. Don't convince yourself that a game has slowed - keep active diplomatically throughout the game. Keep in constant contact with the other players as the game progresses. There is always something to write about. Don't ignore the possibilities of press releases. And in emergencies there's always Ma Bell to fall back on.

So now you're resolved to making plans ahead of time, keeping one step ahead of everyone else and doing alot of negotiating. But how do you know which course of action is right for you? As I said before, each set of players is different and things are further complicated by the fact that each country has its own set of strategies and tactics. It really takes a great deal of intuition to know which player would make a good ally, but with practice your diplomatic skills can be honed and sharpened like the knife you'll be stabbing with. There are a few points to keep in mind while negotiating: 1) It's not necessary to confine yourself to the absolute truth, but remember that out and out lies, when revealed for what they really are, cause other players to mistrust you. Pretty soon you'll have a bad reputation in that game (which could spread), and then when you need an ally, one might be difficult to find. So try to keep your lies to a minimum and your options at a maximum. 2) Remember you're not looking for a life long companion but a temporary ally. Of course your "ally" doesn't have to, and shouldn't, know that the alliance is only a temporary one until you're taking his empire apart piece by piece. 3) Always be on the alert. The player you are negotiating with is most likely not telling the absolute truth at all times and remember, if he's any good at what he's doing, he's trying to do the same thing to you that you're trying to do to him! 4) Don't dictate another player's moves to him. The most you should do is "suggest". 5) When you write to another player you must convince him that what you're writing is the truth. You have to do this whether you're lying or really telling the truth. The truth is no more believable than a lie.

I said before that each country has its own strategies and tactics, but generally, when you devise your plan of attack, keep the following in mind: 1) Think about the long term effects of your plan - a certain plan might get you a few fast centers but in the long run it may benefit another player more than you. 2) Try to develop a corner position - one where your rear is protected. Try not to overstretch your flanks. Don't try to expand everywhere at once. 3) Try to keep a balance between your land and sea power. You can't control Europe unless you control the land and the sea.

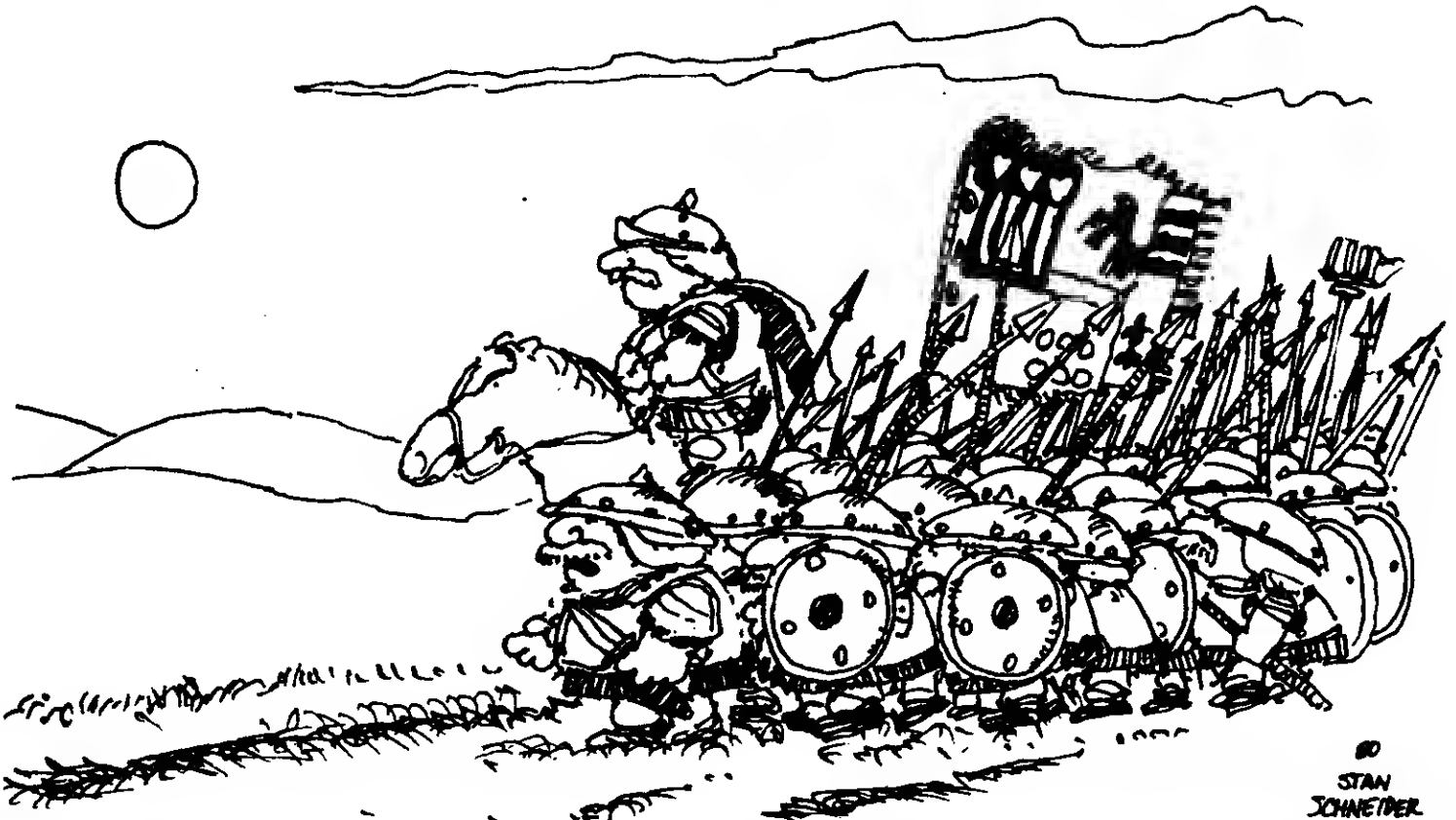
To sum up, it takes work to win a game of Diplomacy. It takes a great deal of letter writing and communicating with the other players throughout the game. It also takes alot of long and short term planning. And effective planning requires careful study of the board positions and movement possibilities. Also, a thorough knowledge of the rulebook is essential. But the single most important thing you need is a strong desire to win!

Attitudes of play, conclusion

Don added that he hoped I myself would comment on whether I am a stabber, No. Maybe I would stab, but no, I wouldn't comment on it. Really, while I did just pull a stab for once on poor Dan Stafford in ~~APPALLING GREED~~, my usual history has been pretty bereft of them. I seldom see it necessary. (On the other hand, I am often the Victim of a stab, so maybe it's just that others see it before I do?). I try to stick with one ally, and link up later with another on the far side of the board. If you can get a 3-way alliance to function long enough to be recognized, the fragmented remainder of the board is more likely to vote for a three-way draw. Take the quick, sure $1/3$ CP and start another game. Two-way draws can get pretty sticky: there at the end, there's a big difference between the $\frac{1}{2}$ CP of a two way draw and the 0 of the short end of a 16/18 result. And that resulting "slip", either intentional or not, is a serious matter. The difference between a 2-way and a 3-way draw is only $1/6$ CP, so take the $1/3$ and run. The trouble is, more and more GMs these days are forcing draws to include all survivors, a very stupid thing to do. True, it is in the rules, just like the 15 minute time limit; in postal play, however, it forces results that players may not really want. As in my case above, you can convince the board to accede to a 3-way voted draw (really a voted concession, with 3 winners, for those rules purists out there); if draws must include all survivors, it forces the majors to drag out a game they'd rather be done with, and forces minor powers to either continue an uninteresting and often pointless struggle, or to just drop it as not worth the postage, which in turn drags in standbys, prolongs the GMs time and space for nothing, and on and on. Crud Martin and Mark Larzelere are two such pubbers that come to mind offhand. (You two are welcome to respond if you wish). It's just that I personally think it is not only dumb, but bad for the game and GM/zine as well.

Your views?

- jhr



"You know . . . the road to victory looks the same as the road to defeat!"

ENDGAME STATEMENT, 1978 Tid, 5 player Madman game
Steve Columbo, France, drew 1/3

The French-English alliance is one which, when strong, is able to dominate most games. In 78Tid this was the case.

Peter ((Reese)) and I very early on established an alliance in which we were able to make consistent gains while each of us exploited our own areas, Peter in the north and myself in the Mediterranean. We never worked together a great deal, but we could be reasonably sure our rear areas would not be threatened. That is, until Arturo Guajardo entered the game.

Arturo is surely the most persuasive Diplomat it has been my (dis?) pleasure to play against. When he joined in 1905 he wrote both Peter and me to try to break up our alliance. As the game results clearly showed, he convinced Peter. I was disappointed when Peter went for the stab, mainly because we had a sure two-way draw sewn up if we stuck together. Secondarily because stabs don't work in hindsight.

This game presented one case where the stab, in the end, hurt the stabber. By gambling on the win, Peter gave up a sure 2-way draw. He was left with a three-way draw. Peter's problem was that he needed Arturo to eat up my centers as I withdrew to defend my home centres. He would have a strategic edge over Turkey, so that Arturo should not have been able to keep up. What Peter didn't count on was Arturo aiding me to hold off England. I have never figured out why Arturo would trade a sure second place finish for an alliance with a dying power. My guess was that, once I was committed against England, Arturo would grab 3 or 4 centers for a quick win. In fact, he could have done so in the last season of the game, but never did. The possibility of this happening may have spurred Peter to accept the 3-way draw.

It should be mentioned that the success Peter and I enjoyed was in large part attributable to the cooperation of Steve Cartier, playing Austria. Steve always got his orders in on time, in spite of a hopeless situation. He provided Peter and I with the necessary third vote to swing the Madman in our favor. Steve Cartier's dependability makes him valuable as an ally, and I will not hesitate to work with him if I get the chance again.

Thanks are due John Leeder, for running the game until 1903 and then seeing that it was uneventfully transferred to BRUTUS BULLETIN. Thanks to John M. for taking on the game and seeing it through to completion.


((Thanks. Actually, one big reason I adopted it was that John Leeder gave the money credit along with it. I got \$11 for this one, but instead of it being about 2-3 each for the players, over half of it was due one fellow, so he got a bunch back. Then, I wasn't aware of the burden that having to run one slow game on top of my then 3 or 4 regular fast games would be; the numbers of typos and errors resulting was embarrassing.

It seems from your remarks that you missed what I thought was a clear move on Arturo's part: split the alliance, then join with the weaker, and force a draw that included him. Hell, a third of a draw is a lot better than being a survivor, whether second place or seventh. What good is survival? It's not much better than elimination, and costs more postage. Second place to me is stupid; being an also-ran has no value. Try for a draw or win, or forget it and go on to another game. Perhaps Arturo shared some part of this view.))

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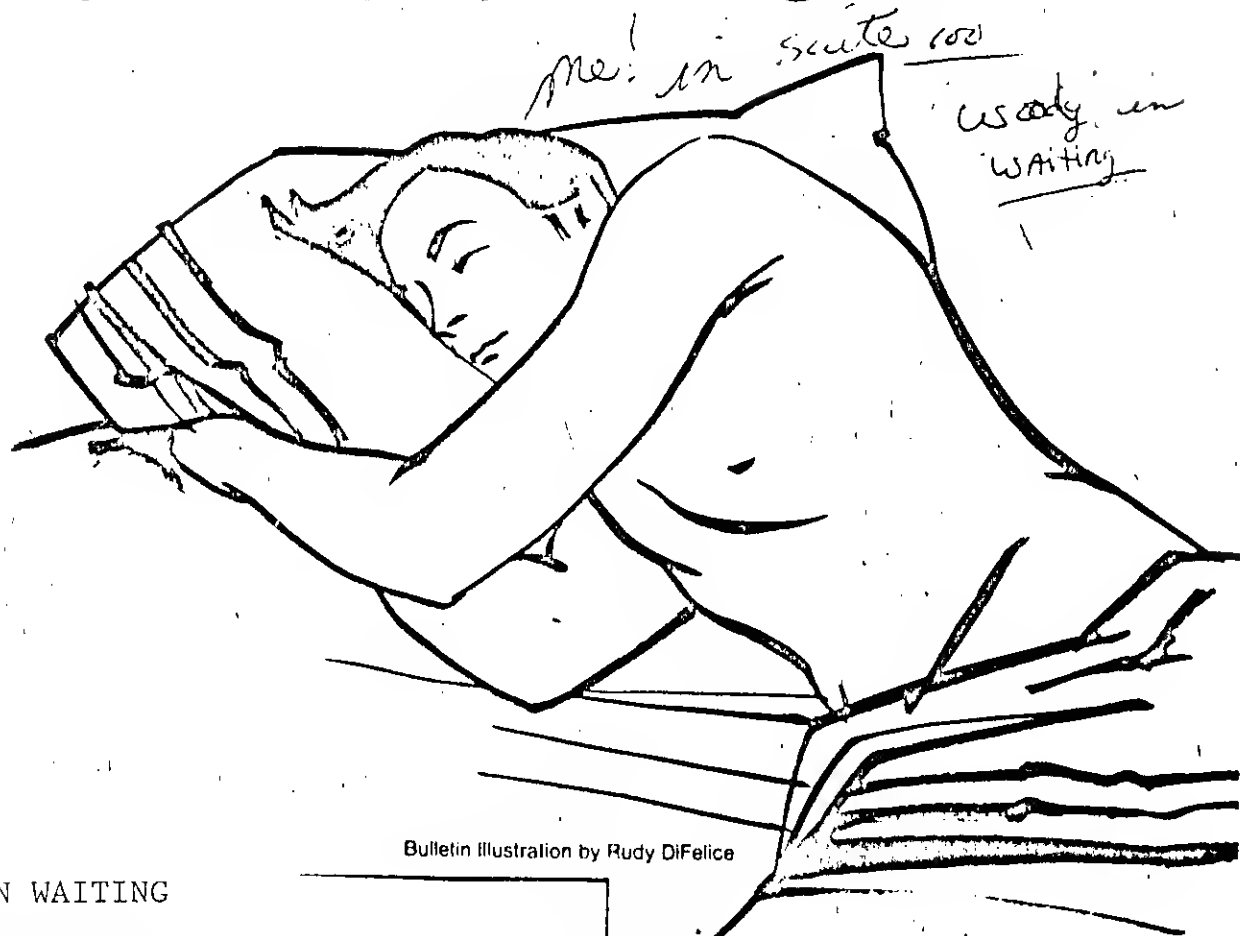
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Men don't play the pajama game

((GUEST CONTRIBUTION))



Bulletin Illustration by Rudy DiFelice

WOODY IN WAITING

Steve Arnawoodian sent me this self portrait of himself waiting in the "BUFF" for his roomie at Gen Con. He will be staying in Suite #100, and guess who is roomie is.... Brux Linsey. We sure do have some strange people in this hobby. I wonder if Brux also sleeps nude.....

Many men have given up wearing pajamaa and have replaced them with nothing at all. Stylish pajamas are still to be found, however, on men like the one at left wearing Cardin's belge cotton kimono wrap with chocolate brown trim and matching drawstring pants.

DON DEL GRANDE (Life of Monty)

142 Eliseo Drive
Greenbrae, CA 94904

I was thumbing through a copy of GRAUSTARK that Boardman sent me (for some reason, after the B that I got in Physics last quarter - the quarter is Berkeley's way of squeezing 18 weeks of work into 12 weeks of time) when I noticed a list of "the most notorious perpetrators of (Dip zine) forgeries." Some of the names I can agree with - James Alan, Bernie Oaklyn, the Treticks; a few others are on the list for reasons that I've heard about - Gary Coughlan, Bruce Linsey, David Perlmutter, Jack Masters. Most of the others I've never heard of. But how did the names Mark Berch and Rodney C. Walker appear? Maybe Rodney C. Walker is completely different from Rod Walker (with his letter in EUROPA EXPRESS #3). Still, I don't seem to remember those two being involved in anything, although I've only been involved in Dip for about 14 months.

Here at Berkeley, we have our own Salute to the Aggies. Normally, students are allowed to buy Season Football Tickets for all of the home games plus the Cal-Stanford game, even if it's at Stanford. This year, however, there's a special surprise: the Cal vs. Texas A&M game, which is played a couple of days BEFORE classes start, is OPTIONAL - students DON'T have to purchase a pass to this game for the extra \$2.50 it would cost. (After all, who wants to see the Cal team play a bunch of Aggies on a hot Saturday in early September? And the extra \$2.50 can always be spent on 3 nights worth of Frozen Yogurt.)

I read in WHITESTONIA that you try to get into every game that Kathy is in. That's funny, I don't seem to remember any Michalskis in Roy Hendricks's (yes, that's spelled correctly - names ending in s are noted in the possessive by s's) DISTAFF DIPLOMACY. You should've talked your wife into signing up for it - of course, you would tell her what orders to write down.....

What's worse than having to watch the Berkeley football team? Having to watch them play a bunch of Aggies.

((You've sure got THAT straight! Write Mike Connor and see if he still has some details about the Aggies. He sent me quite an, uh, expose' once from Texas Monthly.

I was disappointed to find your letter--I'd hoped it was the W'00 announcement of the Byrne-Martin Challenge game. Or was that in the fake that I never realized was a fake? It should be pretty good, at least the first two years, if indeed it is a real project you're running and not a Coughlan LOM.

Rodney C. does mean Rod; John just wants to avoid seeming too familiar with him. He and Berch were helpers, via writing letters, in the BB fake. John was a little embarrassed by that fake, since not having seen many recent BBs at the time, he, along with more than a few others, was completely taken in by it. He denounced me for its contents vehemently before finding out he'd been duped. Afterwards, everyone involved with it--Linsey mainly, but also Berch, Walker, Perlmutter, some others--were blacklisted by John. Berch also at least knew of the fake DD, though I doubt Boardman got a copy of it. Or noticed much about it before canning it if he did.

Roy Hendricks is one of the few publishers whose product I do not get. I saw a sample once, I think, and as I recall, it was a lot of non-dip game material. Those "mixed game" zines have never proven very interesting to me, except for perhaps W and TER-RAN which dabble in other games as well. I never pay a lick of attention to non-dip games, unless it were a nice regular wargame. None of this Kingmaker or Dingbats & Dungheaps for me. The gang of freaks that Nathan Mitchell is/was involved in down in Norman was into KM, Dungeon, Escape From Colditz, and other similar crud along with their favorite, Miniatures. Aside from the boardgame Dungeon! which the kiddies here like, I found that Shaffer's judgement was correct: it was all pure shit, plain and simple. I think a lot of that has carried over for me. D&D is dumb on its face, but I wouldn't even try KM, tho fairly popular, just from its association with those who really get off on that other bullshit. (How'd I get into all this??)

J.M.

I was surprised --- and pleased -- to read your comments about corporate pollution in BB #87. Animals know by instinct not to foul their own nest; humans must rely, then, on ethical and social systems.

But calling it "simple indifference and apathy" is a little off target. The problem here is the profit motive. Don't get me wrong --- there are some things that the pm is ideal for, like getting buyer and seller together, or spurring technological innovation, just to name two. But just 'cause it does well on some things doesn't mean that it's a cure-all. The problem is that dealing with industrial wastes in a careful manner eats into profits. That means that to compel the companies to do it right you must employ the LAW.

On a private scale this is no problem. "Thou shalt not build thy septic tank and leach-fields near thy neighbor's well" is one of the most sensible laws around. But corporations are more complex, and industrial waste is a much more difficult --- and movable commodity.

However you are too quick to write off our legal system here. You say that all a company needs is a "change in name" and they are off the hook. This is true in a sense, and it is why civil penalties do not work well in such a situation. Thus, criminal law is better suited. It adheres to people, not corporate entities, and changing your name won't help.

The problem is, what companies have done is to "sell" their waste, or pay someone to haul it away, thus absolving themselves of any legal duty. The buyer/hauler, in the middle of the night turns off the road into a forest and dumps the barrels and no one is the wiser. 10 years later the trees are all dead, or the groundwater is polluted, etc. It is almost impossible to trace this back so many years later (this type of situation is the perfect comeback to those Libertarians who claim we can do without gov't and just rely on civil suits. There's too small a chance to find the malfessor).

Faced with this problem, Congress decided that it was the responsibility of the one who generated the wastes to make sure that they got into a proper dump or other disposal. Selling the wastes or having them hauled away won't change that. The key to enforcing this is records. All toxic wastes must be accounted for "Source-to-Sink". That means that Gunk X generated in Batch Y was sent via hauler Z to licensed dump D. The government collects the records of the companies, the haulers and the Dumps and makes sure that they all match up. If they don't, then someone could go to jail. Suddenly it was much more difficult for waste to just "disappear".

Well, you can imagine that the big chemical companies screamed bloody murder. Their biggest argument was that this was --- my fingers tremble to even type the accursed phrase --- MORE GOVERNMENT REGULATION! And indeed, it was. You now had to tell the Government what you were making, and when. If you processed your garbage first you had to tell the government that too. You had to say who shipped it and when and all that. And the garbage had to be described, so that the government could make sure that the dump was equipped to handle it. Conservatives really had a field day on that, but the liberal democrats were able to ram it thru.

Look, I know there are a lot of stupid regulations, and there are a lot of good ones poorly administered. But some problems can only be dealt with via regulations. Companies like to scream about the nuisance regulations, and there are plenty of those. But they aren't the real problems --- companies know how to deal with nuisances. Particularly in the pollution fields, the real complaints --- the ones they lobby over aren't the silly rules they feed to the public via their PR flak. The real complaints are about the regulations that significantly cut into profits. Like the regulation that sez you gotta throw your industrial garbage in the dump, not in the ground, and you've gotta show that that's what you've done.

Greetings! It has been a while since I've written to you, so I thought now was as good of a time as any. There's nothing heavy or of a serious nature in this. It's just your basic "hi-how-r-you!" letter.

First off, congratulations (belated) on the ease with which you were able to find a new job. Everyone should be so fortunate, but most likely everyone is not as qualified for their chosen profession as you must be. It sounds as if you will like your new company much more than you liked Harper. I hope so. (Which reminds me...I not read anything about if you will still be offering to make mailing labels? How does that stand?)

Enclosed with all this rambling, you'll find a few humor items that you might find usable for the old BB. I rather like the cowboy story myself. As for the others...eyh.

Jean Marie and I are going up to Milwaukee to visit her folks. We're planning on riding the AMTRAK, I think. Who knows, we may decide to fly up. We'll be going up the middle two weeks in August. I'd be happy to relay any messages for you. I did have a little poem about the Big M that J's mother sent to her that I was going to send to you, but now I seem to have misplaced it. It was about the distinctive smells that are found in Milwaukee.

Oh, I almost forgot. Thank you for printing my letter re the Hobby Mascot. I suppose it was too little too late. It did turn out as I anticipated, no candidate had a plurality nor was there even a convincing victory by the winner for my money. Thanks again.

Do you think you will be able to come down to Dallas for DALCON '81? It will be at Richland College on June 5-7. The address is 12800 Abrams Rd, and the admission is \$10 at the door. LSD #8 has additional details.

About the new rates for BB, it's perfectly understandable, and it causes no problems for me. BB is worth the increase, to me, maybe not to others. Have you had (m)any requests for refunds or whatever. I wouldn't think that you would. Seems to me that the people who sub to BB do so for the interesting reading, i.e. the anything-goes letter sections and your unique right-wing opinions, not for the press in the games you carry.

What do you think of the Hobby Queen election? Maybe there should be a run-off for it, too. Ha! Ha! For my money, Linsey doesn't stand a chance of getting himself elected, although he might be the most qualified. (Just kidding, Bruse.) I've nominated Jean Marie, so if you feel the ~~urge~~ inclination, vote for her.

I suppose I'd best end this and write a few letters for my games. I hope you'll consider DALCON, if only for its proximity to O.C. I'd like to make Cherry Hill or the CA CON, but they are simply too far for me to travel, and my vacation will be taken up completely by the trip to Milwaukee.

Take care, John, and the best to you and yours.

((Thanks. It's nice to get some friendly letters for a change, from you and Mark

THE PISSED-OFF COWBOY

Shortly after the roundup, the cattle were rounded into the cattle cars and shipped to Chicago for sale. Each car had an attendant to feed and water the cattle on the journey. This is the story of one such cowboy.

Following the unloading of the cattle in Chicago, the cowboy headed for a restaurant for dinner. The only seat left was next to a young lady about twenty years old who looked wealthy and well educated. He couldn't help overhear her place her order. "I'll have breast of fowl..... virgin fowl.....make sure it's a virgin..... catch it yourself. Garnish my plate with onions and bring me a coffee.....not too hot and not too cold..... and Waiter, open the window; I smell horse; there must be a cowboy in here."

Thoroughly pissed-off, the cowboy placed his order like this: "I'll have duck.....fucked duck..... make sure it's fucked.....fuck it yourself. Garnish my plate with horse shit. Then bring me a mug of beer strong as Texas mule piss and blow the foam off with a fart.....and Waiter, knock down a wall; I smell cunt; there must be a whore in here."

Berch and others for a change of pace. I will likely skip the Dallas thing, for while I saw an announcement on it, there doesn't seem to be anything going on in it that I would take an interest in. Where's the wargames or open gaming? With nothing but a batch of fantasy and/or miniatures types, it's not likely worth the 3 hour drive each way.

Your 'cowboy' piece above is remarkably revealing of how Cowboys really act, aside from the humorous intent of the article. The cowboy mentality really would go into a restaurant because he's hungry at the moment, irregardless of whether he has slept with cows or is covered with their souvenirs. And should someone point out, even directly, what an unthinking louse the fellow is, vile badmouthing is the most moderate response one would be fortunate enough to get. For the many of you lucky enough to never see a cowboy outside of a cigarette commercial, the story is not at all out of keeping with this, er, mentality of these 'macho' morons.

Better check with Amtrak; I don't think there IS a train through anymore. It used to pass through here 2-3 hours late each day, 4 hour layover in Chicago, and then on to Milwaukee from the other station 6-8 blocks away. I rode the thing more than once. But the old Texas Chief or whatever it was, is no more. Lot of local politicians shed lots of crocodile tears for it a year or two back.

For smells, Milwaukee does have variety, but Perth Amboy (NJ) is the world's capital for stench. On a bus into NYC, the stench, though overwhelming, would change markedly in color and texture (tho not impact) about every 1/2 mile up the road. NJ is the dump for Big Apple, it seems, and the products started with were none too good to begin with...

Yes, the label offer stands, though my supply of blank sheets is low. Thanks again for writing))

G.M.

EL SALVADOR-VIETNAM of the 1980's

Before you all start screaming at once let me make one thing perfectly clear, as Tricky Dicky used to say: I think the analogy is absurd also, but the left is going to be throwing this one at you so you might as well get used to hearing it. What you actually have is far more a mix of the old banana republic gunboat wars of the turn of the century and the mixups in postindependence Africa.

Now the facts are fairly simple. The country is one of the nothings of the western world. No important geography or minerals, small, your basic 3rd world disaster. Social structure is late feudal-a small inbred aristocracy owning the place, governing through the army and security forces, and ruling over a mass of indigent Indian serfs. Commie rebellion in 1932, simmering problems ever since. War heated up since the fall of Nicaragua freed enough red block weapons for a new front.

Conceded that the locals we are backing are by and large more reminiscent of the Capone gang than a band of peace-loving democrats-however, they are neither Nazis or fascists. Not to say that such types don't exist down south (Guatemala, Argentina, Uruguay, Bolivia, Paraguay and Chile spring readily to mind with Brazil off in the running somewhere) but this is much simpler-the few with money hiring a few more to do the dirty work and keep the peasants/workers in their place/graves. Now the new Prez does have somewhat of a popular following although his election before being deposed by the army came more from parties to the left of his than from his own. His junta also has begun to break up the powerbase of the old elite-giving land to the peasants and nationalizing much of the country's commerce. This accounts for the significant opposition to his right including his defense minister. The elite are hiding in Miami and paying their hitmen from there.

Also the guerrillas don't have a firm popular base. Their grand offensive proved that like Vietnam the bulk of the population is in favor of the winner and only wants to stay out of the line of fire.

So why get involved in a messy and bloody stalemate that involves two sides with little to recommend them and no real prospect of anything better coming down the pike? Forget the macho articles in the press saying that Haig and Ronnie are looking for a cheap win. Winning here would be cheap on the scale of Nam-\$300-400 million/year for two/three years would make it a sure thing but in this budget fixing \$75 mil is going to be harder than most of the brass would care to admit. Also backing a government that rapes and murders American nuns is not exactly going to be politically cheap. However, Central America is not Equatorial Africa. We have immediate interests in the Caribbean, beyond who gets the boodle. Nicaragua is already behind the Iron Curtain, however long it takes the Sandanistas to go public and shoot their corevolutionaries. If El Salvador falls Honduras will quickly follow and Guatemala will not be that far behind. Try to suppress the yawns for a minute-we

Palter, cont'd

can live without all the banana republics, even Costa Rica and Panama, neither of which are directly threatened yet. Furthermore Sov bases in El Salvador aren't much worse than in Cuba where they've been for going on 20 years/The key is Mexico. When it's all said and done Mexico is extremely vulnerable to a Red peasant-student-worker insurrection. What kept all the recent tries from working was lack of a secure rear base for training/supply. The banana reps would provide that and more. They could also provide cadre for the still Indian regions of southwestern Mexico and Yucatan. Now there is more at stake than oil here. The loss of the oil would be bad enough. However, I have already seen in several places the phrase "unliberated north Mexico" used to refer to the US southwest. It would not even take the fall of Mexico for the war to spill over the Rio Grande. All it would take is sufficient chaos for the bands to work their way that far north.

Now Mexico would be a toughie for us to intervene in. The government wouldn't want US help, wouldn't admit it was vulnerable until far too late, and a major US intervention would set off a nationalist hornet's nest in a country far too big to easily occupy. So revolting as some of our pawns in central America may be, it is still the lesser evil. Far better still if Uncle Jimmy had not let Somoza fall but then that's water already under the dam as it were

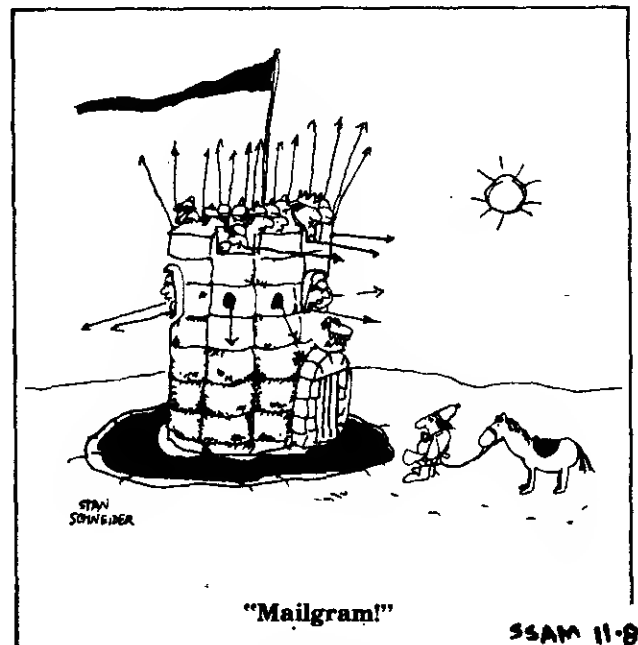
**while you were out
fucking around...**

date _____ time _____

caller _____

phone no. _____

message:



IF YOU FIND MISTAKES

in this publication, Please consider that they are there for a purpose: We publish something for everyone, and some people are always looking for mistakes!!!!



KWIK PRINT of kalamazoo

C: Bill
Becker